

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
overcall in 1 level= 7-17, responses nat, the new suit is F at the 1L and 2L is (nat) constructive (nf) and (1cl) 1sp (p) 3d/3H GF, (1d) 1sp (2d) (3h)=gf
cue bid: fit INV+, jump support: mixed range , 2NT: 4+ card fit INV+, jump cue bid is weak (0-5)
overcall in level 2: 10-17 responses nat and forcing 1 round
advancing on overcall: on 1 level jump in a new suit: weak 6-9
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 system on
Balancing seat: 11-14(can be 15-16 if opp open 1M) system on
2NT overcall 4th seat: 19-21 system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 suit: weak jump shift overcall and 1cl (2cl is nat)
2 suits: micheals (1MA) 2MA: same follow ups as if we open 2MA
4th seat: jump overcall 14-16 with 6/7 cards
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
jump cue bid: asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Multy Landy: DBL: minor longer than major (2♣ asks for m, 2♦ asks for the ma) or only ♦
2♣: both M's 5+4+
2♦: one long MA, 2MA: MA+m (same follow ups as after 2♦/♥/♠ opening), 2NT: ♣+♦ (5+4+)
Against weak NT: DBL is points (forced through 2♦)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs. weak 2 openings: DBL:take out, Lebensohl responses, Cue 3x: asking for a stopper, (2MA) 4♦/♣: 55 with other MA (3♣) 4♦: ♦+Ma, (2MA) 4MA: strong
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL 10+, 1MA (DBL) 1nt/2cl/2d=transfers (2MA-1 is constructive, 2MA is weak), In overcall 1M we play transfer too, and 2M-1 shows a honour from AKQ and 6-10 points

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	low from xxx unless supported	
NT	2/4	the same as against suit	
Subseq	2/4		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKJ+,Ax	AKJx, AKTx	
King	KQx, KQJ, KQT, AK	KQJT, KQT9, AKJT	
Queen	QJT,QJ9, QJx	KQJ, KQX,QJT, QJ9, QJx	
Jack	JT9, Jx, JTx, KJT	JT9, Jx, JTx, HJTx	
10	Tx, QT9x, KT9, T9xx	AT9, KT9, QT9, T9xx	
9	9x or H98	9x or H98	
Hi-X	even numbers of cards		
Lo-X	odd numbers of cards		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	high enc	count std	s/p (Italian)
Suit 2	count std	s/p lavinthal	
3	s/p Lavinthal		
1	ATT (high enc)	count std	s/p (Italian)
NT 2	count std	s/p Lavinthal	
3	s/p lavinthal		
Signals (including Trumps): high enc and Italian on discard, even Lavinthal			
high- low=even, smith= high enc (mostly in NT)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T.O.: 10+ HCP, (1M) dbl (2M) 2nt= lebensohl is on			
Responses: non jump = 0-7, jump= 8-11, Cue bid= forcing			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Takeout, Negative, Responsive, Support DBL/RDBL (through 2MA)			
SOS RDBL, Lightner DBL, Maximal (invitational)			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: Mix</b>
<b>NCBO: ISR</b>
<b>PLAYERS: Adi Asulin &amp; Ron Pachtmann</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card major
3+ minor: prefer 1♣ with 3-3m's, Prefer 1♦ with 4-4 m's
1NT: 15-17 (5M/6m/5422 possible)
2/1 with 1NT SF response
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi 2♦ opening: weak major
2MA opening: 5MA + 4any minor 5-11 points
Bergen Raises advancing 1MA opening (also after DBL)
Inverted minors
Weak jump shift responses (mixed range): 1x-2MA or 1♣-2♦ or 1m-3MA as double jump (4-7 points)
1♠-3♥ (good 6 cards 9-11) and 1♦-3♣ (cards with 9-11 points)
third-hand light openings
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 1X (DBL) RDBL forced until 2x. if they bid lower suit, Dbl penalty and pass forcing, if they bid above 2x, pass NF and dbl is a take out from both sides.
2♣ (any) pass is forcing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

opening	min cards	Neg dbl	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	3		3+ 11-21 HCP	2♣:10+ HCP 4+cards, 2X: 6-9 p, 6 cards, 2NT: balanced 11-12, 3♣:6-9 HCP 4+♣, 3X: 4-7 HCP 7 cards (double jump)	1♣-1♦-1MA: unbal, 1♣-1♦-1NT: can have 4MA, 2way CBS, 1♣-1X-2NT- 3♣: CBS, 3x: GF NAT SLAM TRY, 1m (dbl) 2nt = fit 0-5, 3m= 6-9	After DBL: Inverted Minors off, 3♣: mixed raise, 2NT=0-5, 2x: NAT 6-9, 2WAY CBS on if they DBL and if they overcall system off. unusual vs. unusual after 2-suit overcalls, (1cl) 2cl= nat
1♦	3		3+ 11-21 HCP	Same as 1♣.1♦-3♣ NAT INV, 1♦-2♣ GF	1♦- 2♣-2MA: shows some extras, 1♦-2♣-3MA: splinter 12-14 points	same as 1♣
1♥	5		5+♥ 11-21 HCP	1NT SF, 2♣- GF 2+, 2♦ GF 5+, 2♠: weak 6-9 HCP 2NT: GF 4+ MA, 3♣: 6-9 4cards fit, 3♦/♥: Bergen, 3♠: any single 9-11, 3NT/4♣/4♦: single 12-14 points (3NT: S single)		After DBL: transfers, unusual vs. unusual after 2-suit overcalls
1♠	5		5+♠ 11-21 HCP	Same as 1♥. 1♠-3♥= INV 9-11 6♥ (good suit), 3NT=any single 9-11 (4cl ask for the single), 4cl/4d/4h single 12-14		
1NT			15-17 HCP (semi) balanced. (5M/6m/2452 possible)	2♣:NF Stayman, 4 suit transfers, 3♣: Puppet Stayman, 3♦: INV/GF 5-5 MA, Texas transfers, 3MA: shortness,	1NT-2♣ -2♦- 2♥: garbage, 2♠: 5♣, 4♥ INV, 3MA: Smolen, 4♦/♥: delayed Texas; 1nt-2♥ -2♠-3♥: 55 slamish 1NT-3♥ -3♠: 5 cards 1NT-3cl-3♦ = denies 5 crads M, can have 4 cards	After penalty DBL: RDBL 1 suit, 2x: shows 2 touching suits, Pass: forcing to RDBL (to pass or 2x show 2 non-touching suits), System on after ART DBL or non-majors 2♣, Texas transfer on through 3♦, After 2♦/♥/♠ Lebenshol with negative DBL. Penalty oriented DBL after artificial overcalls
2♣			23+ HCP or 9+ tricks	2♦ :4+, 2♥:0-3 (without a king), 2♠/3♣/3♦ :8+p with a good suit, 2NT: 8+ 5+h	2♣-2♦-3MA: suit setting, 4x: A, 3NT:king, 3sp: can be both A or K	Pass: positive DBL: negative, system on over DBL
2♦			weak MA 6 cards (5-11 HCP)	2MA/3♥: p/c, 2NT: asking (good hand), 3m: F, 3♣: sp inv 6+ cards, 4♣-bid your suit in transfer, 4♦-bid your MA, 4MA NAT	2♦-2NT-3♣/♦: min with corresponding MA, 3MA Max with OM, 3NT solid MA, 2♦-2♠-2NT: ♥ any range, 2♦-2♠-2NT-3♠: ♠ GF, 2♦-2♥-2♠-3♥: GF 2 ♦ -2 ♠ -2NT-3 ♠ 5,5 GF	
2♥			5♥+4+minor (5-11 HCP)	2♠: NF, 2NT: asking (good hand), 3♣: p/c, 3♦: INV in ♥ (always on in competition), 3♠ GF 6 cards, 4♠/5♠ P/C in the minors	2♥-2NT-3♣/♦: min with m, 3MA is Max with corresponding m 2♥-2NT-3♣-3♦ (slamish ♣) 2♥-2NT-3♣-3♠=slam ♥	If they bid game 4NT bid your minor
2♠			5♠+4+minor	Same as 2♥, 3♥: GF 6 cards	Same as 2♥	
2NT			20-22 HCP (semi) balance	3♣: Puppet Stayman, transfers, 3♠: minors 5+4, 3NT: to play, 4♣: Texas transfer both M's, Texas transfers	2NT - 3♣ -3♦ = denies 5 crads M, can have 4 cards 2NT- 3♣- 3♦- 3NT= Show 4-4 in the M 2NT -3♣ -3♦ -3♥=shows 4 sp or to play 3nt, 2NT -3♣ -3x* (that is not 3nt) -4m nat slam try 2NT- 4♦/♥ -4NT: KC	
3X	7/6		pre-emptive (when we are not vulnerable VS vulnerable and third hand position can be really light)	1.new suit F, 3m-4om: slam inv ask for q bids, 3m-4nt: KC		
3NT	7		Gambling	4/5 cl: pass/correct,4d= asking for shortness, 4MA: to play	<b>SLAMISH BIDDING</b>	
4♣	Nat			4♦: slam try, 4MA NAT	RKCB 0314, Control bids, JOSEPHINE, Exclusion, Splinters,	
4♦	Nat			5cl= slam try ,4M= nat	Dopi, Ropi- if they overcall above our 5 trump we play DEPO= DBL even PASS odd	
4 MA	Nat			On 4 ♥ opening when p bid 4sp is a que bid,slam try	If we ask for 3 rd control we answer in steps: the first step = no, second = xx , third= q	
4NT			Both minors			